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# Get In the Game, Literally, At Base Station Virtual Reality Lounge GUIDE

By [Pamela Sosnowski](#)

You can play a two-dimensional video game at home on any number of at-home gaming systems. Or, you can immerse yourself in the world virtual reality and become lost in a three-dimensional world. Base Station VR Lounge (BSVR) of Providence specializes in the latter, and owner and Nidal Battikha is predicting that his virtual reality gaming center is just one of many that will soon be cropping up around the country.

"This truly is the future of entertainment, something immersive, something that draws you into a different 'reality' and lets you escape this one for a little while," he said. "It's very easy to forget where and when you are, something that you can't do with any other media or entertainment format. It's the next step from getting lost in books or movies."

For an average rate of \$39 an hour, customers can visit the Thayer Street lounge, slip on a headset that will enable them to battle zombies, try to escape a haunted house, or fly like their favorite superhero characters. In recent decades, virtual reality has elevated the video game experience from viewing a two-dimensional screen to being surrounded by a 3D environment that you can interact with. At BSVR, each gaming "station" or room is eight by eight feet, allowing players to actually walk around and move versus sitting down.



"It's far from a flat screen or even some of the 360 photos/videos you can find on phones or online," Battikha said. "You feel like you're there; your brain is 'tricked' into thinking it is somewhere else, on a plank suspended 160 meters above the ground, in an alley shooting zombies, or a dojo shooting with a bow and arrow."

The games allow for up to four multiple players per station and themes range from those suitable for kids (Battikha says the child-friendly virtual realities are suitable for children ages 9 and up) to heart-pounding scenarios for grown-ups. There are also puzzle-themed games to get players thinking and solving problems.



### About The Author



[Pamela Sosnowski](#)

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